This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

a plurality of symbols;

a plurality of rounds;

means for enabling a player to select one of said symbols in each of the rounds;

a display device operable for displaying said plurality of symbols; and

a controller operable with the selection means and the display device to randomly ~~assign~~ determine whether to assign an item to at least one, a plurality of or all of the plurality of symbols, and upon said determination being made, to assign the item to one of said symbols, to a plurality of said symbols or to all of said symbols, to enable the player to select one of the symbols in each of the rounds, and to provide an award to the player if said player selects one of the symbols having said assigned item.

Claim 2 (previously presented): The gaming device of Claim 1, wherein said controller assigns an item to a plurality of symbols in each round.

Claim 3 (previously presented): The gaming device of Claim 1, wherein said controller operates with a table of randomly selectable items.

Claim 4 (previously presented): The gaming device of Claim 1, wherein said controller operates with a table of randomly selectable items, and wherein at least one item is adapted to be randomly selected more often than at least one other item.

Claim 5 (previously presented): The gaming device of Claim 1, which includes a table of numbers that designate how many rounds the player has in which to select from the plurality of symbols when said item is assigned to a percentage of symbols of said group.

Claim 6 (previously presented): The gaming device of Claim 5, wherein at least one number of said table is adapted to be randomly selected more often than at least one other number of said table.

Claim 7 (previously presented): The gaming device of Claim 5, which includes a plurality of tables of numbers.

Claim 8 (previously presented): The gaming device of Claim 7, wherein at least one number of each table is adapted to be randomly selected more often than at least one other number of said table.

Claim 9 (previously presented): The gaming device of Claim 5, which includes a quantity of tables of numbers equaling the quantity of symbols in a round.

Claim 10 (previously presented): The gaming device of Claim 9, wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.

Claim 11 (original): The gaming device of Claim 1, which includes a table of randomly selectable prizes.

Claim 12 (original): The gaming device of Claim 1, which includes a table of randomly selectable prizes, and wherein at least one prize is adapted to be randomly selected more often than at least one other prize.

Claim 13 (currently amended): A method for operating a gaming device, said method comprising the steps of:

(a)     displaying a plurality of symbols on a display device of said gaming device;

(b)     randomly determining to assign ~~assigning~~ an item to at least one, a plurality of or all of said symbols, and

      (i)     if the random determination is to assign the item to one of the symbols, assigning said item to one of said symbols,

      (ii)     if the random determination is to assign the item to the plurality of symbols, assigning said item to the plurality of symbols, and

      (iii)     if the random determination is to assign the item to all of the symbols, assigning said item to all of said symbols;

(c)     selecting a prize;

(d)     enabling a player to select a symbol;

(e)     providing said prize to said player if said player chooses a symbol having said assigned item; and

(f)     repeating steps (a) to (e) in a plurality of rounds.

Claim 14 (currently amended): The method of Claim 13, which includes the step of selecting a number of ~~player selections, said number defining how many~~ rounds the player plays, wherein each round to be played is associated with a percentage of symbols that have an assigned item.

Claim 15 (currently amended): The method of Claim 13, which includes the step of after the random determination is made to assign the item to one, the plurality or all of the symbols, selecting from ~~a number of rounds to be played from~~ a table associated with a said determination, ~~percentage of symbols that have an assigned item~~ one of a plurality of probabilities that the item will be assigned according to said determination in said plurality of rounds.

Claim 16 (currently amended): The method of Claim ~~13~~15, <u>wherein the table includes a</u> <u>plurality of different probabilities.</u> ~~which includes the step of selecting a number of rounds to be played from a table, wherein said selected number is adapted to be selected more often than a different number of said table, and wherein said table is associated with a percentage of symbols that have an assigned item.~~

Claim 17 (currently amended): The method of Claim 13, which includes the step of selecting a ~~plurality of~~ numbers of rounds to be played, wherein <u>each round</u> ~~each selected number~~ <u>the item is assigned to</u> ~~is associated with~~ a different percentage of symbols ~~in a round that have an assigned item~~.

Claim 18 (currently amended): The method of Claim ~~13~~17, ~~which~~ <u>wherein each of the</u> <u>different percentage of symbols is associated with a different table of probabilities</u> <u>determining the assignment of the item to the symbols in the</u> ~~includes the step of selecting a~~ plurality of ~~numbers of~~ rounds to be played~~., each selected number belonging to a table of numbers, and wherein each table is associated with a different percentage of symbols that have an assigned item.~~

Claim 19 (canceled)

Claim 20 (currently amended): The method of Claim 13, which includes the step of repeating steps (a) through (e) until said player selects a number of times equal to a selected number<u> of rounds</u>, said selected number being associated with a percentage of symbols that have an assigned item.

Claim 21 (currently amended): The method of Claim 13, which includes the step of repeating steps (a) through (e) until said player selects a number of times equal to a sum of a plurality of selected numbers, said selected numbers<u> of rounds</u> each being associated with a different percentage of symbols that have an assigned item.

5

Claim 22 (currently amended): The method of Claim 13, which includes the step of revealing that a the symbol has been an assigned said item when said player selects saida symbol having said assigned item.

Claim 23 (currently amended): The method of Claim 13, which includes the step of revealing that all of the symbols that were having an assigned said item indeed have said assigned item when said player selects one of the symbolsa symbol not having an that was not assigned said item.

Claim 24 (currently amended): A method for operating a gaming device, said method comprising the steps of:

 (a) displaying a group of symbols on a display device of said gaming device;

 (b) randomly determining to assign assigning an item to a percentage of the symbols of said group, wherein the percentage includes the item being assigned to at least one, a plurality of or all of the symbols, and

  (i) if the determination is made to assign the item to one of the symbols, assigning said item to one of said symbols,

  (ii) if the determination is made to assign the item to the plurality of the symbols, assigning said item to the plurality of said symbols, and

  (iii) if the determination is made to assign the item to all of the symbols, assigning said item to all of the symbols;

 (c) determining a number of rounds the player plays with the percentage assigned item; and

 (d) enabling said player to play said number of rounds.

Claim 25 (original): The method of Claim 24, which includes the step of selecting a prize.

Claim 26 (currently amended): The method of Claim 24, which includes the step providing said prize to said player if said player chooses a symbol having saidan assigned item.

Claim 27 (original): The method of Claim 24, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

Claim 28 (original): The method of Claim 24, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.

Claim 29 (original): A method for operating a gaming device, said method comprising the steps of:

C1

    (a)    displaying a group of symbols on a display device of said gaming device;

    (b)    assigning an item to a first percentage of symbols of said group;

    (c)    assigning an item to a second percentage of symbols of said group;

    (d)    selecting a first number of player selections of said first percentage;

    (e)    selecting a second number of player selections of said second percentage;

    (f)    adding said first number and said second number; and

    (g)    enabling said player to select said added number of times.

Claim 30 (original): The method of Claim 29 which includes the step of selecting a prize.

Claim 31 (original): The method of Claim 29, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.

Claim 32 (original): The method of Claim 29, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

C (

Claim 33 (original): The method of Claim 29, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.